LOONEY TUNES B-Ball

Instruction Manual

SUNSOFT

SUPER NINTENDO ENTERTAINMENT SYSTEM

WARNING: *PLEASE READ THE ENCLOSED CONSUMER INFORMATION & PRECAUTIONS BOOKLET CAREFULLY BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM OR GAME PAK.*

Thank You

... for purchasing the **Looney Tunes B-Ball** Game Pak by Sunsoft. Please read this instruction manual carefully before starting to play the game. In doing so, you will understand the game better and enjoy it even more. Be sure to keep the manual in a safe place.

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That's All Folks!

But wait! We've just started! Apparently, you've just walked onto the **Looney Tunes** set where our favorite characters are wrapping up another day on the job. Being mega-stars of the screen can take its toll. But we know just the thing to ease the pressure - a little pick-up game of B-Ball! Let's go outside to the studio backlot and see which Looney Tunes stars want to play. It's bound to be hilarious!

Getting Started

Insert the **Looney Tunes B-Ball** Game Pak then turn the system ON. Press Start to skip the introduction. The Options screen has several options:

START GAME - Begins game play immediately using default settings.

TYPE OF GAME - There are several choices for game type. To change the type press left or right on the Control Pad or any other button.

1-Player vs. CPU - One player controls one team and plays against the computer.
1-Player vs. 1-Player - Each player controls a team.
2-Player vs. CPU - Each player controls one character on the same team and plays against the computer team.

*2-Player vs. 1-Player - Two players on the same team each control a character and play against one player that controls both characters on the opposing team.

*2-Player vs. 2-Player - Each player controls one character.

1-Player Tournament - One player controls one team and competes in a tournament in which all other characters play.

2-Player Tournament - Two players on the same team each control a character and play against all other characters in a tournament.

*Note: These settings involve more than 2 players and require that a multi-player tap device be connected to port #2.

WACKY METER - Sets the level of craziness in the game from 1 to 5. Selecting 1 results in a straight, no-nonsense game. Setting the meter all the way to 5 means there will be many opportunities for picking up gems that allow you to buy special ACME plays. ACME plays can be offensive or defensive.

DIFFICULTY - Ranges from 1 to 10 (easy to difficult) and sets how well the computer will play against you. The default level is 5.

FOLLOW MODE - In 1-player games this determines who will control the ball on the player's team. If it is ON, the player will automatically control the character on their team that has the ball. If it is OFF, the player can only control one character and the computer will control the other.

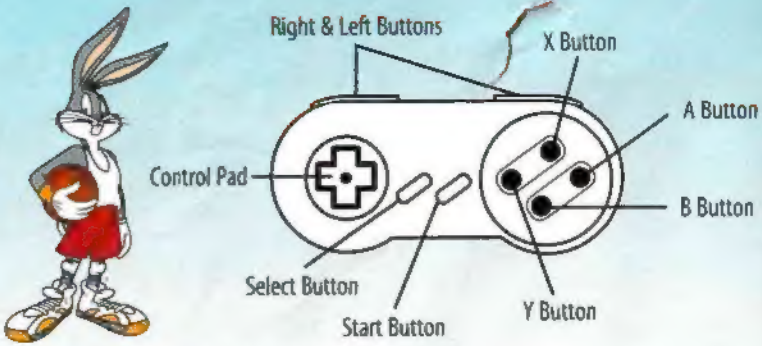
QUARTER LENGTH - Set the length of each quarter to 1, 2, 3, 4, 5 or 10 minutes. The default quarter length is 2 minutes.

CONTROLLER CONFIGURATION - There are several different controller configurations to choose from. Up or Down on the Control Pad selects the player you are setting the controls for. Left or Right on the Control Pad cycles through the different configurations for that player.

CODE HUNT is also in the controller configuration section. Press Select to get to the CODE HUNT and test out potential game codes by pressing a sequence of buttons. If you press the sequence of a specific game code, text will appear, describing the name of the code, which player has found it and how much it costs to use it in the game. It does NOT activate the code. Codes must be activated during game play. Some of these codes will not work if the Wacky Meter is set at 1, or if you don't have enough money. Write your codes down so you don't forget them!

Once you have selected your options press Start to go back to the main option menu and select Start Game at the top of the screen.

Controls



DEFAULT CONFIGURATION

Control Pad Up/Down/Left/Right - Move character around court

A Button - Use special ACME play

B Button - Shoot Ball when in possession; Jump to Block or Rebound

Y Button - Pass Ball to teammate; Steal Ball from opponent

X Button - Menu (Cycle through available ACME plays)

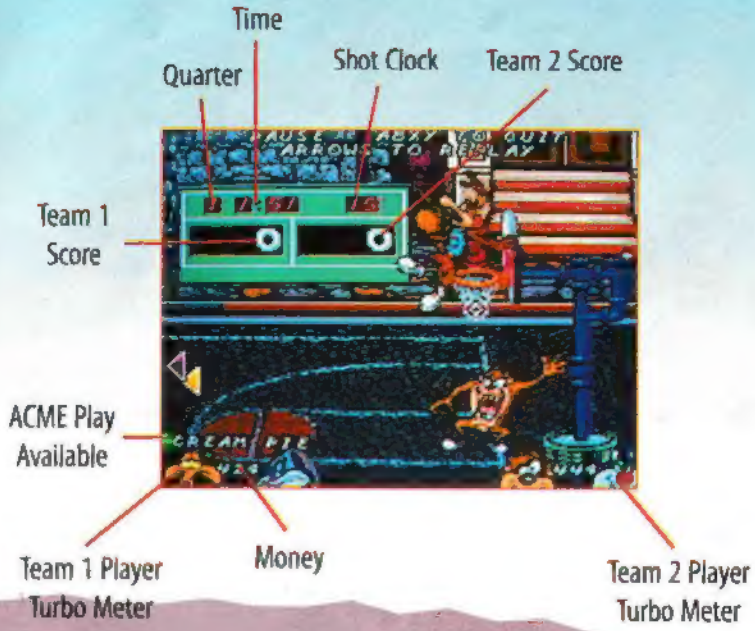
Top Left/Right (L or R) - Turbo Power (Character moves at turbo speed)

Y Button with Top Left/Right (L or R) - Push opponent while standing still

Select - Toggle between characters on team you are controlling

Start - Pause game; Activate Instant Replay by pressing left or right; Activate Slow Motion Replay by pressing up or down

Game Play Screen



Note - When pausing the game, holding all four buttons (A, B, X and Y) will abort the game and return you to the Options screen.

Choosing Teams

You're almost ready for a hot game of basketball, but now you have to choose your characters. You have the choice of **Bugs Bunny, Daffy Duck, Marvin the Martian, Sylvester, Yosemite Sam, Tasmanian Devil, Wile E. Coyote, and Elmer Fudd**. The flashing star in the box shows which player is expected to choose a character. Use Up and Down on the Control Pad to flip through the characters and press any button other than Start to select the character. If you press the **Start** Button, the computer will pick a character at random for you. If you make a mistake, press the **Select** Button to unselect the character. If you are playing against the computer, you can select the characters the computer will control. You can not choose the same character more than once during a game.

Each character has strengths and weaknesses. You can see what these are by looking at the bars under the character's name. The more the bar is filled in, the better the character is at this attribute. The Shooting bar indicates how well the character can shoot close up. The 3 pointers bar indicates how well the character can shoot from far away. The Defense bar shows how well the character can steal the ball or block his opponent. The Speed bar indicates how quickly the character moves and the Stamina bar indicates how long the character can maintain Turbo Power.

Once the teams have been selected, press the Start Button to start the game or press the X Button to return to the Options screen.

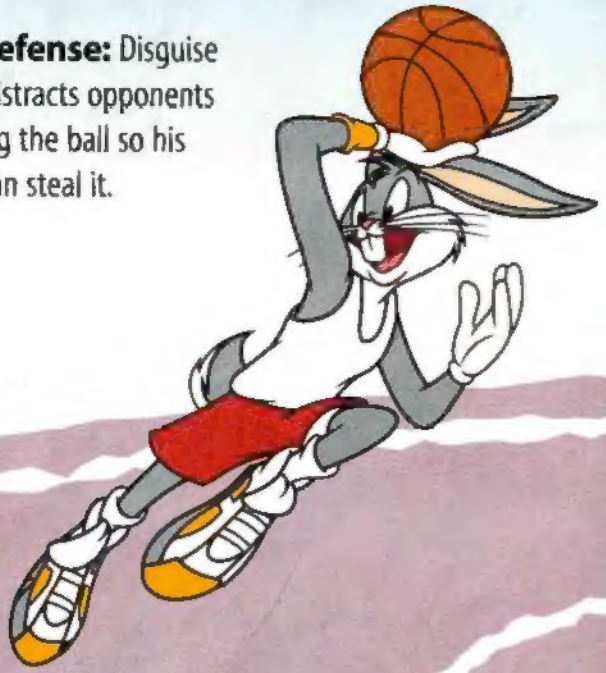
Character Profiles

Bugs Bunny

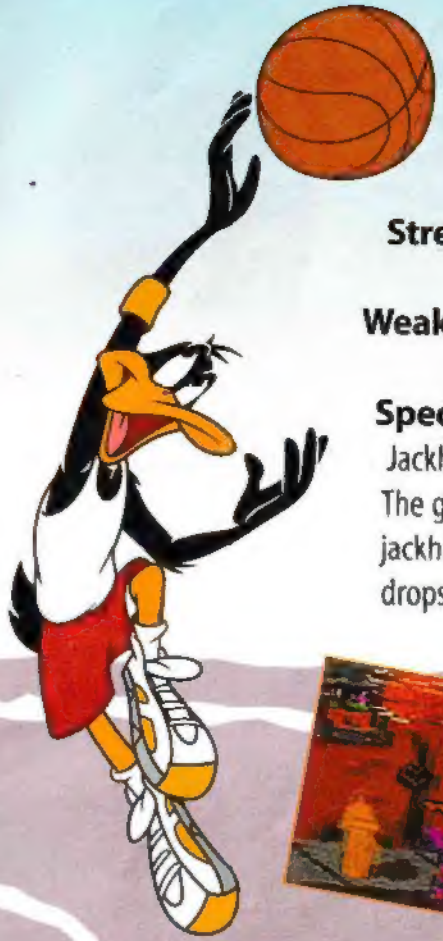
Strength: Shooting

Weakness: Defense

Special Defense: Disguise Defense – Distracts opponents into dropping the ball so his teammate can steal it.



Daffy Duck



Strength: Stamina/Defense

Weakness: 3 pointers

Special Defense: Jackhammer Defense – The ground vibrates from the jackhammer and the opponent drops the ball.

Marvin the Martian

Strength: 3 pointers/Speed

Weakness: Shooting

Special Defense:
Disintegrator Defense – Shoots disintegrator ray in whatever direction Marvin is facing. If the ball handler is hit he will disintegrate and the ball will be up for grabs. Be careful! You can also hit your own teammate!

Tasmanian Devil

Strength: Defense/Speed

Weakness: 3 pointers

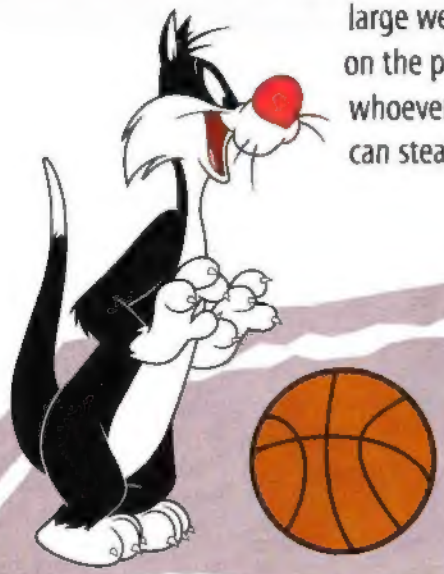
Special Defense:
Tornado Spin Defense – Breaks into a tornado spin, knocking down anyone he touches. Running over the opponent in possession of the ball causes them to drop the ball.

Sylvester

Strength: Stamina

Weakness: 3 pointers/Defense

Special Defense: Remote Control Defense – Remote activates the dropping of a large weight. The weight falls on the player with the ball so whoever is closest to the ball can steal it.



Wile E. Coyote

Strength: Stamina

Weakness: 3 pointers

Special Defense: Detonator Defense – Blows up person with the ball, leaving the ball up for grabs.

Elmer Fudd

Strength: Shooting

Weakness: Speed

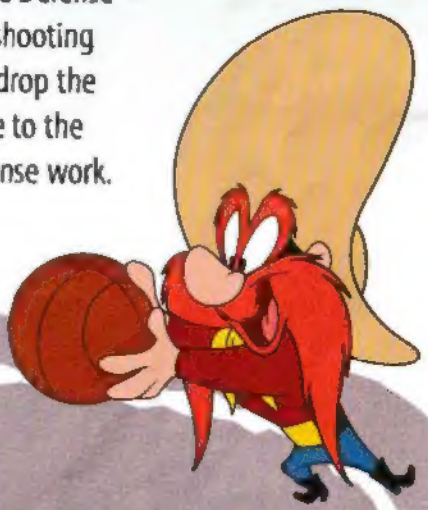
Special Defense: Lightning Defense – While wearing his opera garb, Elmer summons lightning from the sky to zap the ball handler.

Yosemite Sam

Strength: 3 pointers

Weakness: Speed

Special Defense: Dance Defense – Makes opponent dance by shooting at his feet, forcing them to drop the ball. Yosemite must be close to the opponent to make this defense work.



Gems

Pick up gems to earn money to buy ACME plays. The higher you set the Wacky Meter the more gems are found in the game.

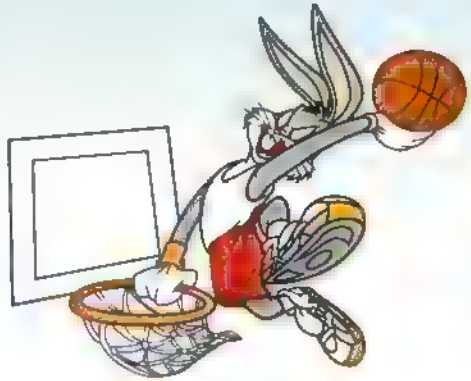
Worth 1 cent

Worth 5 cents

Worth 25 cents

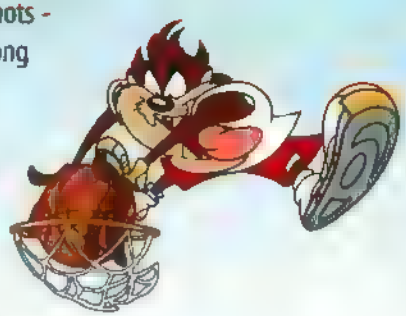
MVP, Here I Come

When a character is playing really hot, - by this, we mean making three shots in a row - all of their attributes get a super boost. It's as though they can do no wrong. Their ego even gets a boost when they see their mug in the center of the court.



Offensive Plays

Each character has a variety of shots - there are standard jump shots, long shots, lay-ups and slam dunks. Each character even has a unique way of performing these shots. But sometimes it takes a little more than your average playing to win a game especially when you are playing against Looney Tunes characters.



To give your character an edge, you can purchase special ACME plays to strengthen your game. Before you can purchase plays you have to collect gems worth different amounts, but you will find that these plays are unava lable if the Wacky Meter is set at 1. Each play has a different cost. To sort through the plays, press the Menu Button. The plays are listed above the character shots at the bottom of the screen. Only the plays you can afford will be listed. To select a play, press the A Button (default configuration). Don't forget, you need to be in possession of the ball to use these offensive plays.

CREAM PIE - Cost 10 cents

The ball turns into a cream pie which you throw at your opponent. If you miss, the pie comes back to you. Press any button to duck out of the way. If you get hit, the opposing team gets the ball. If you hit your opponent, they are disabled for a few seconds.

TIME BOMB - Cost 15 cents

The ball turns into a bomb and you've got to pass it right away. If your opponent gets the bomb when it explodes, your team gets possession of the ball. If you get stuck with the hot potato when it explodes, the ball goes to a tip-off.

BACK DOOR - Cost 40 cents

Selecting the Back Door transports your teammate to a place near the basket. Pass it to your teammate to make the shot.

VEGAS - Cost 50 cents

This play can be quite a gamble. You'll see your side of the scoreboard turn into a slot machine display that is rolling. If you score a basket, while Vegas is activated, your score is multiplied by whatever the pay-off on the machine is - you could gain points or lose points. If you miss the shot, the ball is stolen, make a dunk or lay-up, Vegas is deactivated.

LONG RANGE - Cost 10 cents

You must be behind the halfcourt line, opposite your basket, to put this shot into play. Each character has a unique long range shot, the only catch is that they sometimes backfire or don't make it in.

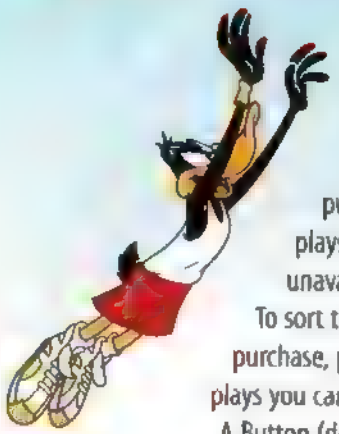
ECLIPSE - Cost 25 cents

Your most powerful ally is nature. If you decide to use an eclipse, the screen darkens and your opponents have a hard time seeing you as you drive to the hole.

FORCEFIELD - Cost 50 cents

Using the forcefield will protect you from all special defenses, earthquakes and cream pies.

Defensive Plays



They say it's not whether you win or lose, it's how you play the game, and if the offense can play dirty, so can the defense. You will need to collect gems to earn money to purchase these special ACME defensive plays. Once again, these plays are unavailable if the Wacky Meter is set at 1. To sort through the plays available for purchase, press the Menu Button. Only the plays you can afford are listed. Press the A Button (default configuration) to select a certain play.

BOMB SQUAD - Cost 20 cents

When your opponents have thrown you a bomb, you can get rid of it by selecting the Bomb Squad. The bomb will be tossed up to explode in the air.

TELEPORT - Cost 25 cents

This is similar to the Back Door in that the defensive team can teleport to the opponents' basket and prepare to block a shot.

SPECIAL DEFENSE - Cost 25 cents

Each character has a special defense technique to use against their opponents to distract them or force them into dropping the ball. Refer to the Character Profiles for details about each character's Special Defense. Defense will be available only when you are guarding a member of the opposing team. If the character you are controlling is not near the offense but your teammate is, using an ACME defensive play will activate the defense for the character nearest an opponent. Watch out! These can also backfire on you!

STEALING - Standard Defense Play

This is a standard technique that all characters can attempt by pressing the Y Button (default configuration). You should try to steal the ball when your opponent is standing still dribbling.

PUSHING - Standard Defense Play

For the aggressive player, not afraid of fouls, pushing can be used by pressing the X Button (default configuration) and a Turbo button (Top Left or Right).

BLOCKING - Standard Defense Play

By jumping in front of your shooting opponent, you can block the ball. A successful block is indicated by the REJECTION stamp. If Goal Tending is called, the offense automatically gets the points and the ball is brought out of bounds. Avoid Goal Tending by swatting away shots before the ball starts to drop.

Character Energy

Holding the Turbo Power (L or R) causes the characters to become tired. You can tell when the character is tired by looking at the expression on their face at the bottom of the screen. When they look really beat it means your turbo power has run out. You can regenerate your turbo power by releasing the Turbo button until the character looks normal again.

Tournament Mode

If you select to play in the Looney Tunes B-Ball Tournament, you will play against all the other Looney Tunes characters. You can choose 1-Player or 2-Player. With 2-Player, both players are on the same team. Before the game begins, a map will show you who your first opponents are. Pushing Select allows you to view the opposing teams. Each game gets tougher as you continue to win. Win the tournament and become the B-Ball champ!

Stat Screen

At halftime and after the final buzzer, a stat screen will show you how each player is doing. The player with the most points is indicated by a star and the winning team is surrounded by a special box. The stat screen shows how many 2-pointers were made, how many 3-pointers were made, total points, number of dunks, steals, blocks and rebounds.

Codes List

Invisibility - Menu, Menu, Menu, Turbo

Earthquake - Up, Up, Up, Turbo

"Here Boy!" (calls the dog ball) - Right, Down, Left, Turbo

Codes List

Codes List

Tournament Results

Playbook

All-Star Stats

Character - _____

2-pointers - _____

3-pointers - _____

Points - _____

Dunks - _____

Steals - _____

Blocks - _____

Rebounds - _____

All-Star Stats

Character - _____

2-pointers - _____

3-pointers - _____

Points - _____

Dunks - _____

Steals - _____

Blocks - _____

Rebounds - _____

All-Star Stats

Character - _____

2-pointers - _____

3-pointers - _____

Points - _____

Dunks - _____

Steals - _____

Blocks - _____

Rebounds - _____

All-Star Stats

Character - _____

2-pointers - _____

3-pointers - _____

Points - _____

Dunks - _____

Steals - _____

Blocks - _____

Rebounds - _____

Limited Warranty

SUNSOFT warrants to the original purchaser only that the Game Pak provided with this manual and the software program code on it will perform in accordance with the descriptions in this manual when used with the specified equipment, for a period of 90 days from the date of purchase. If the program is found defective within 90 days of purchase, it will be replaced. Simply return the Game Pak to SUNSOFT or its authorized dealer along with a dated proof of purchase. Replacement of the Game Pak, free of charge to the original purchaser (except for the cost of returning the Game Pak) is the full extent of our liability.

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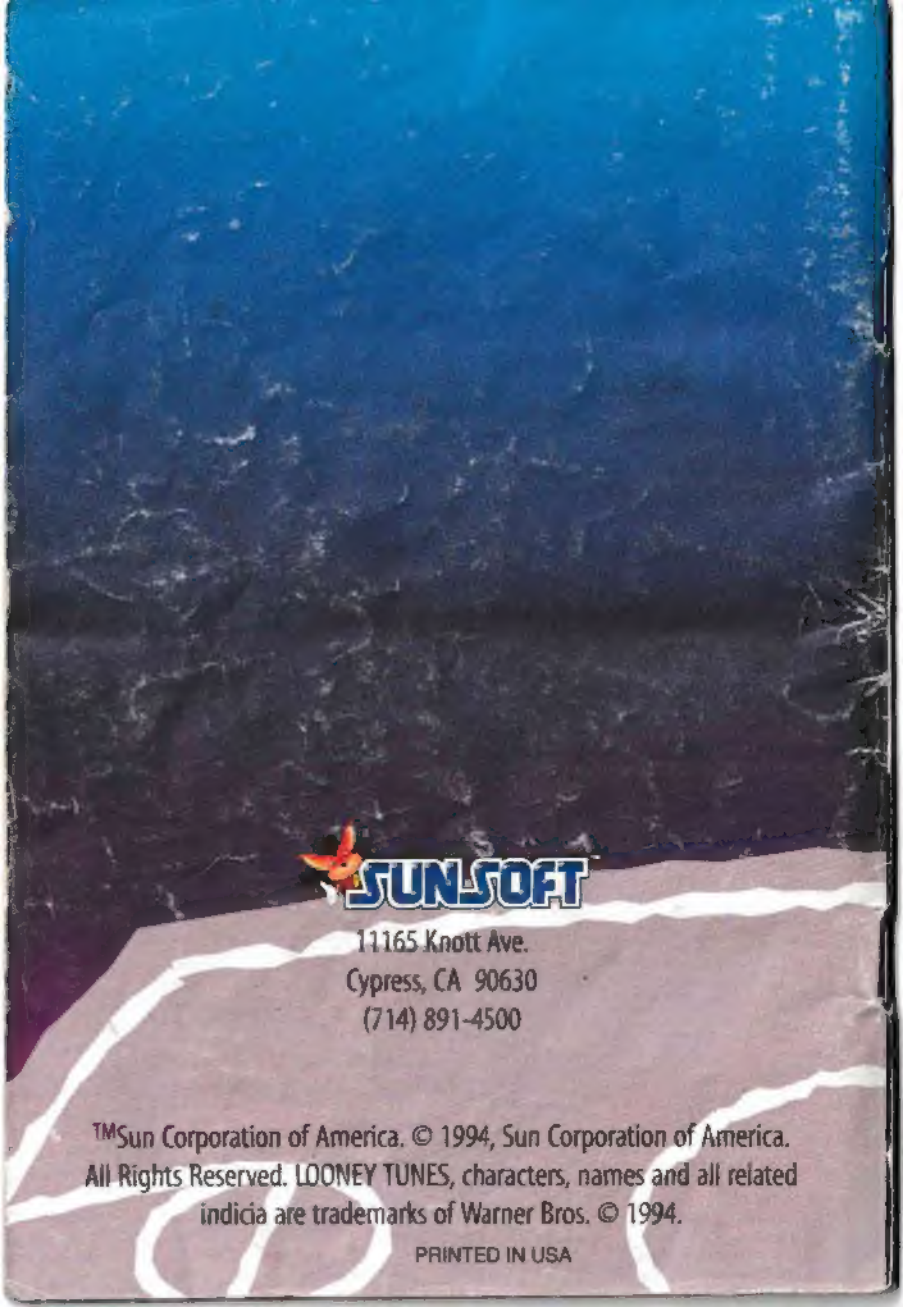

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